

MVS

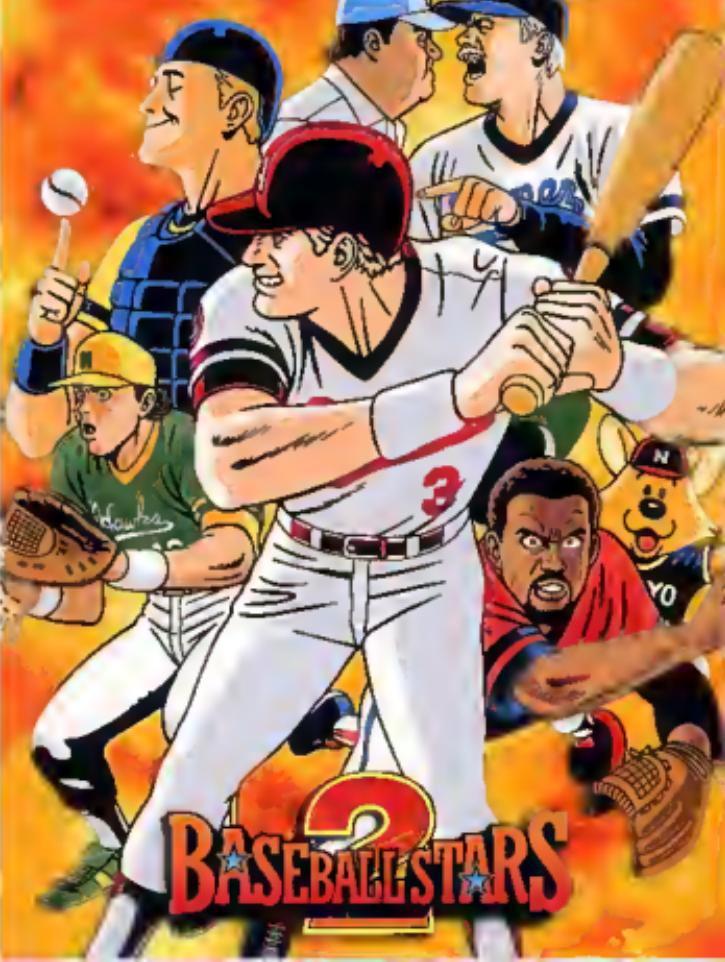
MULTI VIDEO SYSTEM



NEO-GEO IS A TRADEMARK REGISTERED BY SNK.

SNK CORPORATION

BASEBALL STARS 2 USER'S MANUAL



B.B.S

NEWYORK
MONSTERS■
TOKYO
NINJAS■
NAPOLI
ANGELS■

FIGHTING LEAGUE

TAIPEI
HAWKS■
SYDNEY
GRIFFONS■
SEOUl
IVORYS■



2

EXCITING LEAGUE

TAIWAN
■DRAGONS
KOREAN
■RED VIPERS
AUSSIE
■THUNDERS

★ B B S Stars 2 ★★★★

KOREAN REDVIPERS



TYPE : UNEXPECTED
BATTING AVE : 0.288
DEFENCE RATE : 2.00

PLAYERS NAME	BATTING AVERAGE	NUMBER OF GAME WIN	DEFENCE RATE
SUNG LEE	0.380	5	7
MEEG SUN	0.290	8	5
JAHN SUN	0.180	13	0
BONG OM	0.300	58	0
AKA JU	0.190	2	0
YONG JOO	0.300	27	0
YEA ON	0.250	7	0
YES SUL	0.295	2	0
YON MEE	0.300	2	0
TAE MOK	0.350	5	0
TAE HO	0.280	10	0
BAK HOON	0.220	38	4

PLAYERS NAME	SPEED OF BALL	STAMINA	DEFENCE RATE
TYSON	120	4	6.91
ZAE SOK	200	5	8.90
CHIN EOK	150	5	5.90
JONG HA	100	5	4.90

AUSSIE THUNDERS



TYPE : DEFENCE CENTERED
BATTING AVE : 0.265
DEFENCE RATE : 2.00

PLAYERS NAME	BATTING AVERAGE	NUMBER OF GAME WIN	DEFENCE RATE
REVOR	0.300	7	2
EDDIE	0.250	5	6
JACKIE	0.280	10	0
WARRREN	0.320	31	4
MURRAY	0.300	18	5
MALCOLM	0.280	10	0
EPRIE	0.220	7	0
BYRAN	0.170	9	4
MIKE	0.200	25	0
MR. JINNO	0.250	18	0
TONNRY	0.280	18	0
MICHAEL	0.200	30	0

PLAYERS NAME	SPEED OF BALL	STAMINA	DEFENCE RATE
SMITH	220	5	7.90
HEAL	180	4	8.90
COREY	200	3	5.90
FRANK	220	2	4.90

ITALIAN WAVES



TYPE : BALANCED
BATTING AVE : 0.311
DEFENCE RATE : 2.00

PLAYERS NAME	BATTING AVERAGE	NUMBER OF HOMERUN	BURNING ABILITY
TONY	0.290	7	8
MARIO	0.190	31	6
ROGI	0.300	10	8
SAL	0.300	31	6
ROCCO	0.260	24	6
VINCE	0.200	38	5
GIOSEPPE	0.210	16	7
BRUNO	0.180	10	6
MASSIMO	0.304	31	5
MARCO	0.280	31	6
TRANK	0.250	7	7
ANGELO	0.220	31	4

PLAYERS NAME	SPEED OF BALL	STRENGTH	BUTTING RATE
PHIL	210	7	0.07
MIRRA	220	5	0.03
ENZO	200	3	0.02
VALERIO	120	3	0.01

TAIWAN DRAGONS



TYPE : GOOD PITCHER
BATTING AVE : 0.188
DEFENCE RATE : 2.00

PLAYERS NAME	BATTING AVERAGE	NUMBER OF HOMERUN	BURNING ABILITY
HONG	0.300	6	6
WONG	0.280	9	7
LU	0.260	19	5
SONG	0.260	24	4
DONG	0.200	18	4
LIU	0.200	7	6
CHEN	0.200	7	6
GUO	0.250	5	5
ZHUANG	0.200	28	4
SUN	0.250	18	5
DING	0.300	7	6
CHAO	0.260	2	5

PLAYERS NAME	SPEED OF BALL	STRENGTH	BUTTING RATE
RARA	200	7	0.30
LI	200	4	0.04
XIO	250	4	0.00
WU	150	3	0.00



IN THE BEGINNING

Please read this instruction manual to get the full sound and graphic effect of Baseball Stars 2.

CONTENTS

BASEBALL STARS2 USER'S MANUAL

- 4 HOW TO CONTROL
- 5 PREGAME EXERCISES
- 6 EXPLANATION OF FIELD
- 10 THE POWER BAT!
- 12 CONTROLS WHEN DEFENCE
- 14 CONTROLS WHEN OFFENCE
- 16 TEAM DATA



[ATTENTION]

- This product can only be used on the NEO GEO.
- Do not disassemble!!
Contains high precision parts!
- Avoid dropping or other strong shocks.
Keep away from extreme temperatures.
- Do not touch terminal.
Avoid exposure to water and dust.
- Damage may be caused if cleaned with thinner or benzine.
- After game play, pull AC adaptor from outlet.

U. S. A. BISONS



TYPE: STRONG BATTING

BATTING AVE. .0.275

DEFENCE RATE .2.00

PLAYERS NAME	BATTING AVERAGE	NUMBER OF HOMERUN	RUNNING ABILITY
GARY	.320	18	9
MICHAEL	.280	18	6
DON	.320	31	5
BRIAN	.402	43	3
JONATHAN	.300	36	4
MARTY	.280	18	6
LEE	.305	40	6
CHAD	.290	43	3
KEN	.340	80	8
GLENN	.300	18	7
RICHARD	.210	36	3
JAMES	.250	43	6

PLAYERS NAME	SPD OF BALL	STAMINA	DEFENCE RATE
HOWARD	200	8	4.67
FIREMAN	180	5	8.32
IGEMAN	190	4	5.89
JUAN	210	3	7.57

JAPAN SAMURAI'S



TYPE : FAST RUNNERS

BATTING AVE. .0.343

DEFENCE RATE .2.00

PLAYERS NAME	BATTING AVERAGE	NUMBER OF HOMERUN	RUNNING ABILITY
HARADA	.270	7	9
KAMIKAZE	.160	7	7
TEMPURA	.200	10	8
SAKURA	.340	31	4
GEISHA	.220	18	6
UTAMARO	.150	24	6
SAMURAI	.280	10	8
CHOKINAGE	.180	43	5
KANE	.215	28	8
MAYAKAWA	.190	40	4
NANJO	.200	31	6
SUSHI	.280	7	5

PLAYERS NAME	SPD OF BALL	STAMINA	DEFENCE RATE
NISSAN	200	7	4.58
HONDA	190	6	5.64
KAWASAKI	170	4	5.35
TOYOTA	230	3	8.98



HOW TO CONTROL



Select Button : Pause

Start Button : Game Start

Joystick : Move Player, Control Pitch, Make Selection.

A Button : Swing, Return to Base, Throw Ball, Jump, Confirm Selection.

B Button : Run, Lead off, Faint Ball, Make fielder run to base, Cancel selection.

Tap B Button Rapidly : Run Faster

C Button : Bunt

D Button : Power up, Pinch hitter, Relief pitcher

*For details refer to page, "Control Guide"

PREGAME EXERCISES

1 GAME START

Press "Start Button" on controller during the title screen to enter the "How to Control" screen



2 GAME MODE SELECTION

This game features "Pennant Race Mode" for 1 player and "Competition Mode" for 2 players. Select either game with joystick and confirm with A button. 2 controllers are needed for Competition mode.



PENNANT RACE

Try to win all 15 games to be the No.1 team!

COMPETITION GAME

Challenge a friend
Fun for the whole family

3 LOAD SELECTION

The optional "Memory Card" can save and load data. When the memory card with saved data is inserted into the console, "Load Selection Screen" will appear. Then, select with joystick and confirm with A Button. If "yes" is selected, then game will resume from stage last saved to memory card.

SEOUL IVORYS



TYPE : UNEXPECTED
BATTING AVE. .230
DEFENCE RATE 2.00

PLAYERS NAME	BATTING AVERAGE	NUMBER OF HOMERUNS	DEFENCE RATE
HARRY	.0.400	2	.4
ALEX	.0.205	7	.6
LEFTY	.0.172	10	.7
MRIE	.0.150	43	.8
JOHN	.0.180	2	.8
KORMAN	.0.105	2	.7
CLARK	.0.200	2	.4
HOWARD	.0.400	2	.4
TRACY	.0.250	7	.5
PANCHO	.0.465	2	.6
ABEL	.0.325	2	.4
J.J.	.0.225	10	.4

SYDNEY GRIFFONS



TYPE DEFENCE CENTERED
BATTING AVE. .299
DEFENCE RATE : 2.00

PLAYERS NAME	BATTING AVERAGE	NUMBER OF HOMERUNS	DEFENCE RATE
JOH	.0.300	10	.7
ANTHRAX	.0.200	16	.5
WOOD	.0.300	31	.6
CRUSHER	.0.370	36	.6
SLASHER	.0.300	31	.6
WASHER	.0.240	16	.6
SCRIBBLE	.0.215	10	.6
GLADE	.0.200	2	.6
PETE	.0.270	16	.6
KYLE	.0.250	16	.6
STEVIE	.0.260	18	.6
JAMMER	.0.215	24	.6

NAPOLI ANGELS



TYPE BALANCED

BATTING AVE.: 0.301

DEFENCE RATE: 2.00

PLAYER NAME	BATTING AVERAGE	NUMBER OF HOME RUNS	BATTING RATE%
LUKI	0.292	8	8
DODI	0.259	10	9
ROM	0.300	24	8
SEBASTIÃO	0.284	49	8
ALBERTO	0.300	31	8
LA	0.262	18	8
TERCERINI	0.256	7	8
STEVE	0.250	11	8
MURKIN	0.275	26	8
INGEL	0.254	31	9
VIDO	0.290	42	8
GUSTAVO	0.266	43	8

PLAYER NAME	SPEED OF BALL	STAMINA	DEFENCE RATE
PROSPERO	880	7	8.10
CARMINI	880	5	8.36
PETRA	750	9	8.36
ADOLFO	230	9	8.36

TAIPEI HAWKS



TYPE: GOOD PITCHER

BATTING AVE.: 0.283

DEFENCE RATE: 2.00

PLAYER NAME	BATTING AVERAGE	NUMBER OF HOME RUNS	BATTING RATE%
KELLY	0.250	2	8
BRU	0.220	9	7
TONY	0.281	3	5
CHAZ	0.302	19	8
RED	0.265	3	4
RUA	0.256	5	7
PAUL	0.267	8	4
SHANE	0.155	26	8
TAYLOR	0.155	17	5
MINDY	0.158	20	4
FIRE	0.208	2	8
BANKS	0.152	2	8

PLAYER NAME	SPEED OF BALL	STAMINA	DEFENCE RATE
JOEY	240	7	7.14
DAVIS	250	5	3.93
JOHNSON	230	3	8.37
MILLER	250	3	5.51

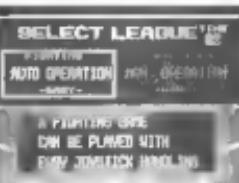
MEMORY CARD

When memory card is inserted into console, data will automatically be saved after each inning. Please note that previous data saved will be deleted if new data is saved.



LEAGUE SELECTION

4 "Fighting League" includes "Automatic Fielding Mode". "Exciting League" includes normal fielding. Select with joystick and confirm with the A button



CHARACTERISTICS OF AUTOMATIC FIELDING MODE

In the 3D perspective (until it changes to field screen), fielders will automatically field the ball. This makes for easier play

TEAM SELECTION

5 After League selection, select one of the six teams with joystick and confirm with A button.

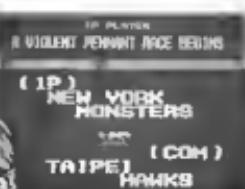
*In "Competition mode", select 2 teams, one team for each player. Please note that you cannot select the same team.



6

PLAY BALL

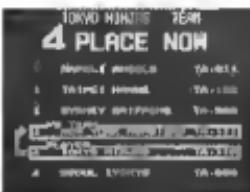
All systems go!
Let the game begin!



7

Game Results

In Pennant Race Mode only, ranking and next opposing team will be displayed after the game. If you win all 15 games and win the championship, you will proceed to the world proceed to the Championship game.



7

NEW YORK MONSTERS



TYPE:STRONG BATTING

BATTING AVE.: 0.333

DEFENCE RATE : 2.00

PLAYERS NAME	BATTING AVERAGE	NUMBER OF HOME RUNS	RUNNING ABILITY
ZOMBIE	0.290	10	7
MUMMY	0.280	10	6
DAMEN	0.301	14	6
FREDDY	0.390	43	5
ALIEN	0.352	24	3
NORMAN	0.272	10	4
CYCLOP	0.207	24	4
JARON	0.290	5	4
J E K Y L	0.342	18	6
CREEPY	0.280	16	3
L E N N Y	0.260	24	3
PUMPKIN	0.213	36	3

TOKYO NINJAS



TYPE:FAST RUNNERS

BATTING AVE.: 0.234

DEFENCE RATE : 2.00

PLAYERS NAME	BATTING AVERAGE	NUMBER OF HOME RUNS	RUNNING ABILITY
SABURO	0.215	5	7
KIRKAZE	0.235	7	6
JURE	0.253	10	6
KAMUI	0.312	38	4
MARU	0.250	10	6
RAIZO	0.240	10	6
KISARAGI	0.230	18	7
KUNIBOSUKE	0.266	43	7
URAKARE	0.210	16	3
HACHIBE	0.205	43	4
JEKY	0.305	16	7
TARO	0.261	31	3

PLAYERS NAME	SPEED OF BALL	STAMINA	DEFENCE RATE
HAYABUSA	705	7	0.90
KATANA	197	5	0.92
BAZUCHI	182	4	0.90
AKANE	200	4	0.98



EXPLANATION OF FIELD

★ 3D PERSPECTIVE SCREEN EXPLANATION



- ① Picture's name and hit mug shot.
- ② Initials of defensive team, defence average, number of bells pitched.
- ③ Batter's name and his mug shot.
- ④ Present inning.
- ⑤ Initials of off offensive team, batting order, batter's stats
- ⑥ Number of power ups left
- ⑦ Time played so far
- ⑧ Present count.
- ⑨ Score
- ⑩ Judgement of pitch
- ⑪ Speed of ball

THROW! HIT!

★FIELD SCREEN EXPLANATION



■ In Pennant League Mode, camera will zoom in on batter running to first base.

★TIME OUT SCREEN

When you press the D Button during Play, the "Time out screen" will appear. At this time, you can power up, send in pinch hitter, or change the pitcher. Select with joystick and confirm with A Button. If you do not want to do either, select "Cancel" or press the B Button to return to the 3D screen.

(PINCH HITTER) Use the player's stats to help you decide.

(POWER UP) One time only, you can use the power ball. For details, refer to the Power Ball!

(PITCHER CHANGE) Use the player's stats to select pitcher.

★ Super plays will be displayed in full color close-ups.

TEAM DATA

FIGHTING LEAGUE



EXCITING LEAGUE

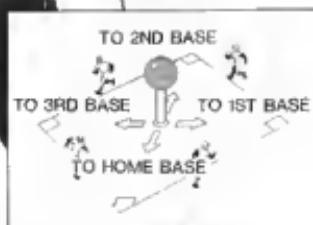


★DEFENSE GUIDE



JOYSTICK Move player Move player to the ball and he will catch it automatically.
A BUTTON Player jumps.Joystick combined with A button enables sliding catch,

JOYSTICK+BUTTON Throwing Point the joystick toward the base and press the A button for throwing. If you only press the A button, the throw will go to first base. Simultaneous joystick and button operation will give you a quicker throw than usual



JOYSTICK+BUTTON :Make fielder run toward base.This allows you to tag base runners

"When running to a base, the faster you tap the B button, the faster the fielder runs. Also, fielders hands when they are in line with the catch"



THE POWER BAT!

Power-bat gives you extra power for hitting. However, you can only use 5 times per game. Use it wisely and win the game.

WHEN BATTING, CALL "TIME OUT" WITH D BUTTON

▼
SELECT POWER UP WITH JOYSTICK AND CONFIRM WITH A BUTTON



Number of power ups left

*In Pennant Race Mode, 10 power bats will be added for each win

OWNER UNDERSTANDS PLAYERS MORE THAN THEY EXPECT

The big shot, who nobody talks back to, is sometimes selfish, and occasionally, ignores even *the manager. He may send special players to bat. However, he shows his love for the team by finding an excellent assistant player to join after the game. People are afraid of him, but he will attract many great boys of summer.



*SPECIAL PLAYERS

The owner allows the special players to bat one time a game. They have high batting averages and long hitting abilities.

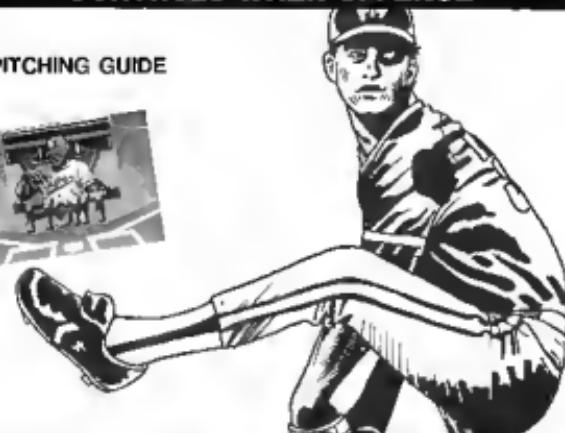
*ASSISTANT PLAYER

In the pennant race only, you may let one powerful assistant player join your team after you finish a game. Substitute one regular player for one assistant player from three, hired by the owner.

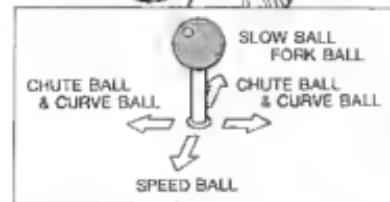


CONTROLS WHEN OFFENCE

*PITCHING GUIDE



JOYSTICK The pitcher's position can be changed with joystick. After the ball is thrown, you can control its course and speed with the joystick.



A BUTTON Throwing

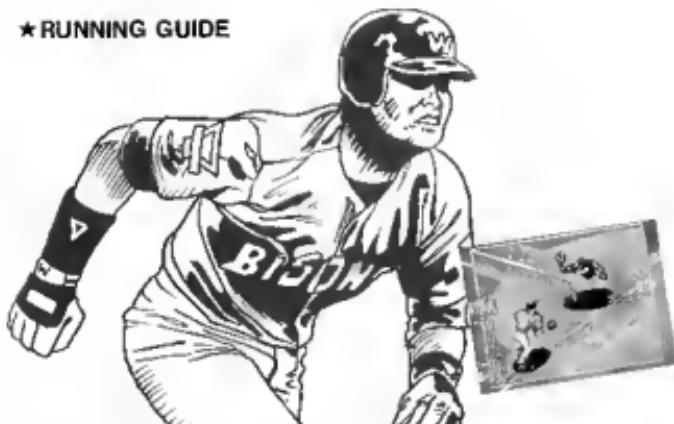
JOYSTICK+BUTTON Faint ball Point the joystick to base and press A button. If only the B button is pressed, the throw will go to the 1st base.

B BUTTON Time out, Pitcher change



CONTROLS WHEN DEFENCE

★RUNNING GUIDE



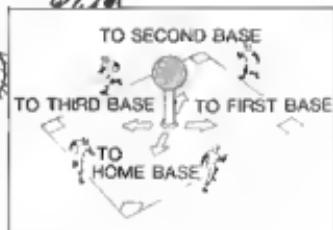
JOYSTICK Point towards the base you wish to run to.

A BUTTON Point towards the base with joystick and press A button. Use for running back to base that you started from. (Once runner reaches base, you cannot return to the previous base)

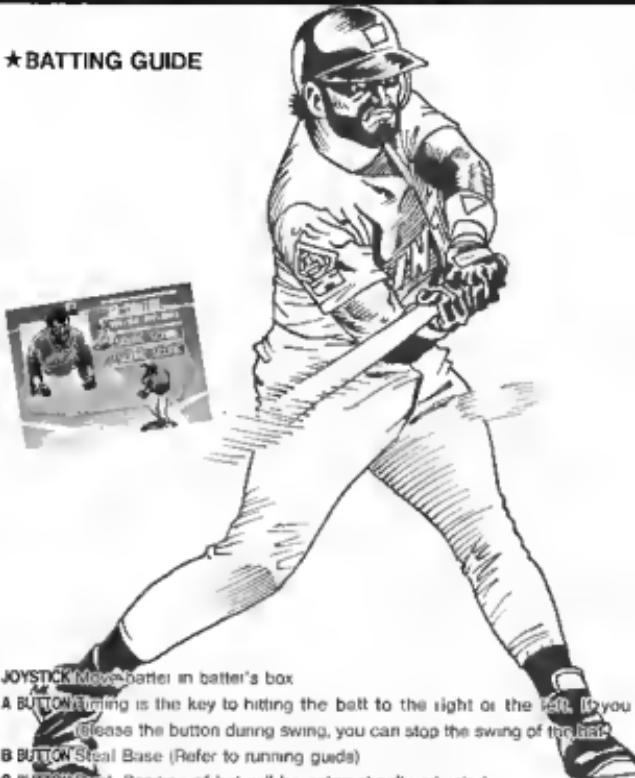
B BUTTON Use for running to next base. Point towards base with joystick and press the B button. Before pitcher throw the ball, you have three distances of lead off. After pitch, you can try to steal a base

C/D BUTTON NOT used.

"When running to base, the faster you tap the B button, the faster the fielder runs"



★BATTING GUIDE



JOYSTICK Move batter in batter's box

A BUTTON Timing is the key to hitting the ball to the right or the left. If you release the button during swing, you can stop the swing of the bat

B BUTTON Steal Base (Refer to running guide)

C BUTTON Bunt Position of bat will be automatically adjusted.

D BUTTON Time out for power up or pinch hitter.



NEO GEO

BASEBALL STARS 2

T WITH POWER BAT

Baseball Stars 2 : Controls

[JOYSTICK] CONTROLS DIRECTION
[A BUTTON] HIT BALL, BACK TO BASE, PITCHING THROWING
JUMPING, FITNESS PLAY

[B BUTTON] RUNNING, LEADING OFF, STEALING, CHECK RUNNER,
RUN TO BASE

[C BUTTON] BUNT

[D BUTTON] PINCH HITTER POWER UP PITCHER CHANGE
PRESS B BUTTON CONTINUOUSLY-DASH

2P SIMULTANEOUS PLAY

A diagram illustrating the controls for the game. It shows a red joystick with a white dot and four colored buttons labeled A, B, C, and D.